The cover art features two characters from The Sims 2. On the left, a blonde female Sim in a white dress strikes a dynamic pose with one leg raised. On the right, a male Sim with a laurel wreath and a white toga holds a pizza. The background shows faint silhouettes of other Sims. The title 'The Sims 2 UNIVERSITY' is prominently displayed in the center, with 'UNIVERSITY' on a book-like base. Below it, 'EXPANSION PACK' is written in a bold, sans-serif font.

The Sims 2 UNIVERSITY

EXPANSION PACK



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

Check out EA GAMES™ online at www.eagames.com.

INSTALLING THE GAME

Important Note: *The Sims 2 University* requires *The Sims 2* or *The Sims 2 Special DVD Edition* installed in order to play. Please do NOT install *The Sims 2 University* in the same location where you installed *The Sims 2*. If you do, *The Sims 2 University* files will overwrite *The Sims 2* files, and neither game will work properly!

By default, the installer automatically installs *The Sims 2 University* into a separate location. If you choose to install *The Sims 2 University* elsewhere, please make sure that it is not the same place where *The Sims 2* is installed.

If you mistakenly installed *The Sims 2 University* in the same location, to get both games working again, please reinstall *The Sims 2* and then reinstall *The Sims 2 University*.

BACKING UP THE SIMS 2 GAME FILES

We also recommend that you back up your saved game files before installing *The Sims 2 University*.

To back up your saved game files:


1. Find your saved games on your computer (the default location for these files is **My Documents > EA GAMES**).
2. Copy these files and folders to a safe location on your computer. Because you may have many files to store, we recommend compressing them using a file compression utility or burning them to a CD.
3. If you uninstall *The Sims 2 University* and want to play a previous *The Sims 2* product, such as *The Sims 2* base game, copy these backed up user data files back to the same locations.

When uninstalling your most recent expansion pack, the uninstaller deletes all saved games as they are unreadable by previous versions, including *The Sims 2* base game. Backing up your saved games before installing allows you to restore these files if you uninstall this expansion pack.

◆ For more information on backing up your game files, please see the readme file.

To install *The Sims™ 2 University*:


1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 16 for more info).
2. Insert the *The Sims 2 University* Disc 1 into your CD/DVD-ROM drive. The Autorun menu appears.

Note: If the Autorun menu does not automatically appear, left-click the  **Start** button from the Windows Taskbar and select **Run....** Type **D:\Autorun** in the Run dialog box, then click OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

3. Choose the language you want to install.
4. Follow the on-screen instructions to complete the installation.

STARTING THE GAME

To start *The Sims 2 University* (with disc already in drive):

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 16 for more info).
2. Left-click the  **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **EA GAMES** > **The Sims 2 University** > **The Sims 2 University**.

WELCOME TO COLLEGE!

Pack your teen Sims off to university where they'll become Young Adults, make new friends, study to earn a degree, learn to influence people, and maybe even get recruited to join a secret society. The college years are a time for fun and learning and Sims can change a lot during that time—so much that they may even change their aspiration. Whether cramming for exams, rushing a fraternity or sorority, or rockin' out with some guitar riffs at a house party, your Sims can now experience all of the highs and pitfalls of college life.

CAMPUS TOUR

There are three different types of institutions in *The Sims 2 University*: Académie Le Tour, La Fiesta Tech, and Sim State University. Each campus has a different atmosphere, but all campuses have the following basic amenities, except where noted.



Espresso Bar/Coffee House

When a simple cup o' joe won't do the trick, head to the espresso bar to kick your caffeine into high gear. But beware, even an energized Sim may not want to study!



Lounge

These comfy common areas provide student Sims with places to gather, socialize, and meet for group studies. Or they can take a break from scholarly pursuits and sink a few dozen simoleons into an arcade game.



Dorms

Most freshmen Sims start out in the dorms (unless they're loaded with scholarship simoleons). Dorms are a low-cost way for your Sims to get acquainted with campus life. Don't worry, they can move into their own place once they scrape together enough money.



Residence

The most expensive option for Sim students, residential housing lets them choose their own houses and whom they live with. With enough simoleons, they can even live alone.



Greek House

Sims can rush a sorority or fraternity by meeting a member of the house they want to join or by calling the desired house on the phone. Greek houses are not offered on the Académie Le Tour-style campus.

- ◆ To convert a residence to a Greek house, choose the GREEK HOUSE interaction from the phone and then select APPLY FOR CHARTER.

Note: Dorms are busy places with untold numbers of student pursuing studies—and other less noble pursuits. Because of the high amount of activity in any one dorm at any given time, other dorm room happenings are ‘invisible’ until your controlled Sim enters.

The Sims 2 University Tip: College fashion is so intriguing. If your Sim wonders where those trendy Sims got their Llama-signature blazers, perhaps they might try chatting up a few of the snappily clad denizens.

CAMPUS LIFE

There are many different aspects to college life. To get the most out of their university experience, your Sim should at least dabble in a bit of everything, so that years later they have no regrets about what might have been.

THE BIG GAME

A big part of college life centers around university athletics. Nothing unites a diverse group of students like cheering your team on to victory over your arch-rival. Hosting a Sports Party to watch the big game is a great social opportunity for your Sims to establish relationships and increase their influence over fellow students. Go Llamas!

- ◆ To host a Sports Party, choose the THROW PARTY interaction from the phone and then select SPORTS PARTY.

EARNING SIMOLEONS

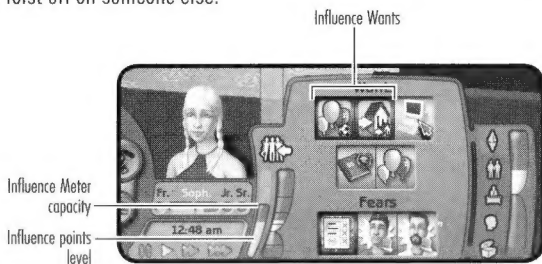
Your Sims can earn money in many ways. Most Sims are granted a stipend for living expenses. How well they perform in their coursework is reflected in how much money they earn per semester (for more about coursework, see *Academics* on p. 6). However, Sims who do poorly may receive no grant. Sims can also earn a few spending simoleons by getting a part-time job.

Your Sims can work as a barista in a coffee house, as a bartender, or in the cafeteria. Sims can also sell photos and paintings or play a musical instrument for tips. Sims with a gift for dancing can even try to bust a move to earn some extra cash.

- ◆ To work, click the work location (e.g., coffee bar or cafeteria stove) where your Sim wants to work and choose the appropriate interaction.

SPHERES OF INFLUENCE

College is a social environment and having a number of friends and the right friends can benefit your Sim in many ways. A Sim with a good circle of friends has more influence over other Sims. They can use that influence to persuade others to do their class assignments, clean their dorms, or perform other tasks they'd prefer to foist off on someone else.



- ◆ The number of friends your Sim has increases the capacity of their Influence Meter. Fulfilling influence wants awards them points that they can spend on influence interactions.
- ◆ To influence another Sim, click another Sim and select **INFLUENCE TO** and then pick an interaction. That Sim can then be influenced to perform socials, clean, write a term paper, do assignments, or pull pranks. Depending on the relationship that your Sim has with the non-controllable Sim and the amount of influence, that Sim will either accept or reject the suggested action.

COMBINING HOUSEHOLDS

If you have fewer than eight Sims living in a household, you can add additional Sims to that household.

To combine a household:

1. Add the desired Sims to the Sim Bin either by sending them to college from home or by creating new students. It's easiest (but not necessary) if the Sims you want to add are in one collection in the Sim Bin.
2. Select the Sim household in the Sim Bin and then click the desired house/lot where you want to add them.
3. At the prompt, confirm that you would like to combine the households. That's it: new roomies in three easy steps. Hopefully they'll get along well with the current Sims in the house!

MOVING OUT OF THE DORMS

Getting out of the dorms allows Sims a bit more freedom and a bit more control over their environment. Each option is a bit more costly, however, so Sims need the funds if they're going to strike out on their own.

THEIR OWN PAD

Home sweet home. So what if the furniture is a bit worn—what there is of it. At least it's in a haven that your Sim can finally call their own. All of your Sim's simoleons go with them of course, as does the cash value of any items they bought while living in the dorms.

- ◆ To move your Sim into their own residence, select the **FIND OWN PLACE** interaction from either the newspaper or the computer. You then have the option to select which of the controllable Sims in the current household will move with the active Sim.

GOING GREEK

A little bit less expensive than getting their own place, joining a Greek house allows outgoing Sims to live in a bit more comfortable surroundings, but keeps the social pace chugging along.

- ◆ To join a fraternity or a sorority, choose the **GREEK HOUSE** option on the phone, then select **JOIN** and then choose from the Greek houses currently available in the neighborhood. Your Sim is then required to rush that house by making friends with a certain number of Sims who already belong. If your outgoing Sim can make the right friends, they just might get in.

ACADEMICS

With 11 majors and a number of study options including writing term papers, doing class assignments, performing research, and participating in group research, your Sims can earn class credit in many ways to make sure they stay off the dreaded Academic Probation.

MAJORS

There are 11 different majors in which your Sims can pursue a degree. Each major tracks toward one specific career most closely, but can also be used to go into a related career, though without as much advantage.

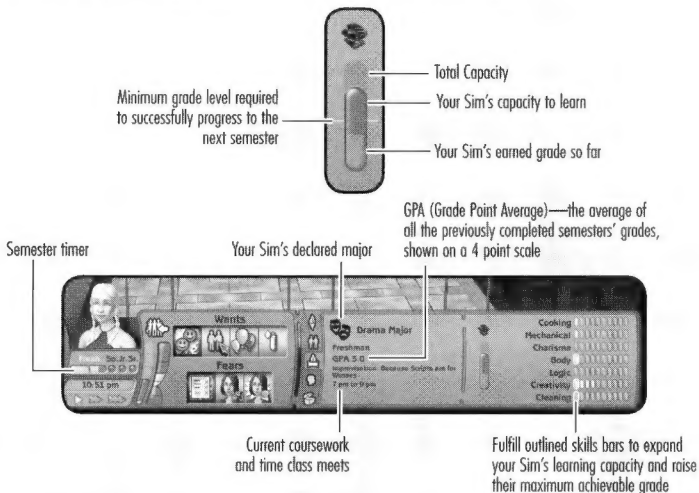
Note: Careers in **bold** are the intended careers for each major and are easiest to transition into because of their similarity in skill requirements.

Psychology	Studying Psych is a good way for your Sims to get to know the inner workings of their mind and everyone else's. It also sets them up to pursue a career in the Paranormal , Law Enforcement, or in Show Business.
Drama	A natural choice for outgoing Sims, Drama lends itself to a career in Show Business , but can also open up opportunities in Politics and Athletics.
Art	Creative Sims do well studying Art and are then well prepared for careers as Artists , but they might also try their hands in the Paranormal or Culinary fields.
Philosophy	They think, therefore they are. Sims who study Philosophy are not only great conversationalists at campus parties, they can strive toward illustrious careers in the Slacker field or seek work in the Culinary or Paranormal disciplines.
Biology	It's more than the birds and the bees, it's the whole shebang! Studying Biology prepares your Sim to pursue a career as a Natural Scientist , or for the fields of Law Enforcement or Medicine.
Economics	A degree in Economics supplies your Sim with a basis for starting out in the demanding careers of Business , Politics, or Show Business.
Literature	To what end obtain a degree in the literary arts? Would not a degree in econ lead to a more lucrative life? Ah, but a Sim with a head full of fine prose is finely poised for a life in the Criminal , Slacker, or Show Business careers.
Mathematics	A degree in Mathematics + some solid skills = a head start on the Natural Science career path, but can also add up to a good foundation for a career in Science or as a Criminal.
History	Sims who study Sim History are well prepared to apply their knowledge to a life in the Military , or they can turn their well-rounded minds towards becoming an Artist or serving their fellow Sims in Politics.
Physics	From black holes to radioactivity, this major leads fledgling Scientist Sims through a course of study so deep it's practically out of this world. It also prepares Sims for careers in Medicine or the Paranormal.
Political Science	Majoring in Poli Sci is a good choice for outgoing Sims interested in pursuing a career in Politics , Show Business, or the Military.

MAKING THE GRADE

There are a number of factors that impact what grade your Sim gets in their coursework. Some of them are obvious: going to class, doing class assignments, and writing term papers. Others may not be as self-evident. For instance, the better your Sim gets along with a professor, the more likely they are to get a good grade from that instructor. Sims also get a bigger boost in class grade by attending the final exam on the last day of an evaluation period, but remember, they need to be in a good mood to do their best.

The Class Performance Meter shows how well your Sim is performing in the current semester. The meter increases when your Sim does academic activities such as assignments, going to class, and more. The meter can only hold so much performance, however, so your Sim is wasting time if they study when the meter is full. When your Sims build the indicated skills, the meter expands, opening up more room to fill with academic activities. Your Sim gets the best possible grade when they completely expand the meter and fill it to the top.



The Sims 2 University Tip: Make sure your Sim is well primed to sit through their grueling finals by fulfilling their needs. It's not a bad idea to lock their dorm room door the night before to ensure they are well rested for their exam.

The Sims 2 University Tip: Sims who are in a good mood go to class automatically. If your Sim is in a bad mood, select them and choose the COLLEGE... GO TO CLASS option if you want them to attend.

ACADEMIC PROGRESS AND ACADEMIC PROBATION

Your Sims progress through freshman, sophomore, junior, and senior years. Each year consists of two semesters. The amount of time left in your Sim's semester is shown in the Semester Timer. Hover your mouse cursor over the current semester in the timer to see how many hours are remaining until your Sim's final, which marks the end of your Sim's semester.

When the Semester Timer reaches its end, your Sim must go to their final exam. Sims in a good mood go to their Final automatically. To send a less happy Sim to their final, select them and choose COLLEGE... GO TO FINAL EXAM. The final exam may not occur during normal class time, so keep an eye on your Sim's Semester Timer. If your Sim ends the semester with their Class Performance Meter filled below the horizontal line, they repeat their current rank on Academic Probation. If the Sim does not meet the semester requirements while on Academic Probation, they are kicked out of college forever. And, as everyone knows, once out of college, the "real world" awaits and your Sim immediately is thrust into full-blown Adulthood, their fun college years nothing but a memory.

SCHOLARSHIPS

Last but not least, your teen Sim can earn scholarships before heading off to college if they do well in school. A seriously studious Sim can earn enough that they won't ever have to serve up mac and cheese in the dorm cafeteria. To see about procuring some scholarship simoleons, choose the COLLEGE... APPLY FOR SCHOLARSHIPS on a phone or computer. Sims are also eligible for certain skill-specific scholarships when they max out a skill and other miscellaneous scholarships.

LIFETIME WANTS

Aspirations all have several lifetime wants associated with them. Sims are randomly assigned one of these lifetime wants when you select their Aspiration. When your Sim achieves a lifetime want, they gain platinum Aspiration status for the rest of their life! They can still fulfill wants, experience fears, and gain reward points, but their Aspiration level won't change.

◆ To view your Sim's current lifetime want, bring up the Aspiration pop-up.

NEW CAREERS

There are four new career paths that your Sims can pursue in *The Sims 2 University* if they get that highly valued college degree.

Paranormal

Sims with an extra-sensory something might consider a career in the Paranormal field where they can climb the Paranormal career ladder from Psychic Phone Friend to investigating UFOs and beyond.

Show Business

Glamorous Sims with a penchant for showcasing their talents do well in this career path where image and presentation are everything.

Artist

Inspired Sims can explore the depths of their angst and the heights of their passions while expressing their creativity in the Artist career track.

Natural Scientist

From the unassuming beginning as a lowly cage-cleaning Ratkeeper, Sims on this career path use their logic, mechanical, and other skills to progress to the top of the Natural Science food chain.

NEW STUFF

There are several new objects to *The Sims 2 University*. Peruse this list to see what your Sims can gain from obtaining certain new goods. Not all objects are listed below, but this gives you an idea of the value of some of the new objects. To see more objects, review the in-game catalog in Buy Mode.

STYLES

Groovy

This funkified style is perfect for young adult Sims who want to make a splash in their living quarters. Older Sims can try and swing it, but they might come off as unhinged has-beens.

Medieval

This style commands respect from even the most modern Sims with its giant dungeon doors, heavy stone walls, and iron candelabras.

CAREER REWARDS

Luminous Pro

Antique Camera

A reward on the Artist career track, this item lets Sims capture in black and white (or full color) the beauty or the gritty reality around them.

Dr. Vu's Automated

Cosmetic Surgeon

Show Business is one of the careers where looks are important, and this little goodie lets your Sim keep up with current fashions with a nip and tuck or a whole new look.

Laganaphyllis Simnovorii

This plant can be dangerous when not in the hands of a knowledgeable Sim—luckily it's only available to Sims well along on the Natural Science track. Use this plant to eliminate rival Sims and absorb their life essence.

Resurrect-O-Nomitron

A reward for Sims aspiring in the Paranormal, this item can bring dead Sims back to life, or almost life, depending on how well an active Sim pays the grim reaper for the dearly departed.

ITEMS



Guitar

Plug it in and turn it up. Write the riffs and licks that make the whole world sing with this six stringed rock 'n' roll machine.



Bass

Get funky by laying down the rhythm that forms the backbone of your jazz band's jams.



Drum Kit

A drum kit guarantees your Sim's aspiring rock band has rhythm ... to one degree or another.



Piano

Hammer out a tune to earn tips or tickle the ivories to practice tricky tunes and improve your creativity.



Fruit Punch Barrel

Add this item to any party and your Sims are bound to have a barrel of fun.



Exercise Equipment

Your Sims can work off all that excess Chinese take-out in no time with these new exercise options, including three new types of Exercise Machines and a Treadmill.



Mini Fridge

Meals right at your Sim's ... kneecaps. A mini fridge fits nicely in a dorm room and can keep hunger pangs at bay during taxing study hours.



Arcade Games

Though they can suck down spare simoleons in no time, arcade games are a sure-fire bet to stave off boredom or provide a stimulating diversion from term paper tedium.



C Machine

If your Sim could print their own cash, they'd never have to scurry for hard-earned scholarship money again. If only such a machine existed...



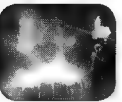
SellaFone Gadget Kiosk

Step right up and get your Sim's hands on all the hottest gadgets and goodies readily available—for a price. These handy kiosks allow Sims to purchase mp3 players, cell phones, and handheld gaming systems when you place them on lots.



Pool Table

Shoot a little stick as a study break or chat up some of the campus cool kids over a quick game.



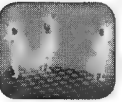
Bonfire

This festive item is an instant party. Just add marshmallows—oh, and Sims.



Sprinkler

A fire code must-have when you've got novice cooks running amok, sprinklers can douse accidental kitchen fires. They're also good for out-of-control fireplace blazes and pulling watery pranks.



Communal Shower

Even shy Sims have to get over their modesty if they want to stay spic-and-span while living in the dorms.

PLAYING THE GAME

No matter which campus your Sims choose to attend, they're bound to have the time of their lives. Making new friends, learning new things—not all of them from books or professors!—and gaining their first sweet taste of true independence. This section will help you see that they make the most of their college years.

CREATE STUDENTS

You can send teen Sims off to college where they transition into Young Adults or you can enter a university campus and create Young Adult students there.

Each household can have up to eight playable Sims.

To add students to an already existing household (provided there are fewer than eight controlled Sims in it), choose the students you want to add from the Sim Bin and then click the dorm or residence that you want to send them to. Confirm at the prompt that you want to combine the households.

CAMPUS DIRECTORY

To access the directory, select COLLEGE... CAMPUS DIRECTORY from any phone.

BUILDING ON CAMPUS

Most buildings on campus are built the same way you would build in *The Sims 2*. The only exception is dorms. You cannot build a dorm from scratch, but you can place any of the template dorms anywhere on campus.

GRADUATION

Who would believe that four years could fly by so fast? It seems like just yesterday your Sim was starting out as an eager freshman. If they completed all of their coursework and kept their grades up, they're ready to leave with a degree to their name and hopefully a good foundation for a rewarding career in their chosen field. So, they've taken that final final and have diploma in hand—what's next?

CELEBRATE!

After your Sim finishes their last year, they have three days to wrap up college life before hitting the real world. This is a good chance to throw one last bash to celebrate their momentous achievement and cement the friendships they built with other students. Choose the THROW PARTY interaction on the phone, select GRADUATION PARTY, and let the fun begin.

When the party ends, your Sim participates in the graduation ceremony and then leaves their beloved alma mater behind. Sniff.

If your Sim doesn't have a party, they're shuffled back to the real world without ceremony or fanfare at the end of 72 hours.

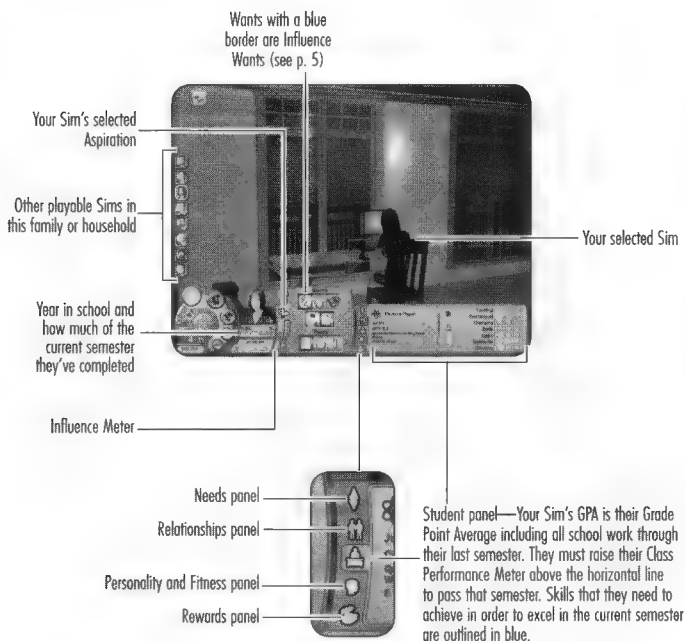
FLAUNT YOUR SIM'S ACHIEVEMENT

When your Sim graduates from college, a new reward is available in the Career Reward Catalog—their very own university degree! After four years of hard work, proudly displaying that valuable scrap of paper is understandable. It can be hung on any wall in your Sim's home.

GOING HOME

Sims who graduate—or are kicked out of—college are lodged in the Sim Bin of their original neighborhood. They can choose to move back into the family home or strike out on their own by finding their own digs. You can combine households to add them to any residential lot that has fewer than eight Sims living on it.

GAME SCREEN—LIVE MODE



HINTS AND TIPS

- ◆ When you encounter some of the new features in *The Sims 2 University* for the first time, a Game Tip popup appears with information on that feature. To see these Game Tips again, go to the Options menu, choose the Game Option sub-menu, and then choose RESET GAME TIPS. The Game Tips do not reset until you exit out of the household you're currently playing and re-enter any occupied household.
- ◆ Sims who work together on projects often complete their assignments faster than Sims who work alone. Try a Group Research interaction to get the most out of your Sim's study hour.
- ◆ Some Sims, with the right connections, can help themselves to a little do it yourself grade boost via a computer.
- ◆ A combination of the Cow Plant and the Resurrect-O-Nomitron can provide your Sim with a veritable fountain of youth factory, if they've got the simoleons.
- ◆ If there is any truth to the rumors that a secret society exists, your Sim might prompt an invitation to join if they know the right people.
- ◆ College is a hectic time and your Sims have a lot to do. Because the college years are so stressful, it might be easier to play just one or two Sims per household, at least when you first start out.
- ◆ Teen Sims take their skills with them to college so a Sim who has already gained a moderate amount of skills will have an easier time meeting rigorous university demands.
- ◆ Sometimes your Sims need a bit of privacy, whether it's to apply themselves to a grueling homework sesh or to catch some undisturbed ZZZs. Locking your Sim's door keeps intruders out—for a time.

SAVING AND LOADING

Your games are saved by lot. When you exit a lot, you are asked if you wish to save the game. If your active Sim goes to another lot in the same neighborhood or campus, the game saves automatically (with a warning) when you exit the lot.

PERFORMANCE TIPS

SYSTEM REQUIREMENTS

It is essential that your PC meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports the requirements.

BACKGROUND TASKS

In some cases programs that are running on your system can monopolize resources that the game needs in order to install, load, and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks," that are always running on your system.

Important Note: While shutting down background tasks will optimize your system for running *The Sims 2 University*, these background tasks' features will be unavailable once shut down. Be sure to re-enable background tasks after playing *The Sims 2 University* by restarting your computer.

If your system is running anti-virus or crash guard programs you will need to close or disable them to run *The Sims 2 University*. To do this, find the icon for the program on the Windows Taskbar and then right-click the icon and select "close," "disable," or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

Once anti-virus and crash guard programs have been disabled, you should end all unnecessary general background tasks.

To view and close background tasks (Windows XP):

1. Hold down **[CONTROL]** and **[ALT]** and then tap **[DELETE]**. The Windows Task Manager appears.
2. Click the **Processes** tab. This tab displays a list of all background tasks running on your system.
3. Click the **User Name** column heading. This sorts all the processes together by user name.
4. Select an item with a user name, but DO NOT select one from the SYSTEM, LOCAL SERVICE, or NETWORK SERVICE groups. Also, DO NOT select the *explorer.exe* or *taskmgr.exe* items.
5. Click END PROCESS. You may receive a warning message, if so click YES. The selected item disappears from the list.
6. Repeat steps 4 and 5 until only *explorer.exe* and *taskmgr.exe* remain in the user name group.

To view and close background tasks (Windows Me or 98):

1. Hold down **[CONTROL]** and **[ALT]** and then tap **[DELETE]**. The Close Program window appears. This window displays a list of all background tasks running on your system.
2. Select an item, but **DO NOT** select the *Explorer* or *Systray* items.
3. Click **END TASK**. The Close Program window closes and the task is ended.
4. Repeat steps 1 through 3 until only *Explorer* and *Systray* remain.

VIDEO AND SOUND DRIVERS

An outdated video or sound driver can lead to slow and choppy gameplay, or in some cases can prevent the game from running at all. To ensure an enjoyable experience with *The Sims 2 University*, be sure that you have the most recent video and sound drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have, or you don't know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

TECHNICAL SUPPORT

If you have trouble with *The Sims 2 University*, EA Technical Support can help. The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product. It also allows you to send a detailed report of your problem directly to EA Technical Support via e-mail.

To access the *EA Help* file:

- ◆ Click TECHNICAL SUPPORT in the game folder of your Start menu. *EA Help* opens.

Note: If *The Sims 2 University* is not installed, *EA Help* can be accessed directly off *The Sims 2 University* Disc 1. With Disc 1 in the drive, left-click the **Start** button from the Windows Taskbar and select **Run...** Type **D:\Support\EA Help\Electronic_Arts_Technical_Support.htm** in the Run dialog box, then click OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

If you are still experiencing difficulty after utilizing the information in the *EA Help* file, you can also use it to contact EA Technical Support. EASY Info is a utility that detects your system's hardware and organizes this information into a detailed report. This report helps EA Technical Support solve your problem in the quickest possible time. If you are still experiencing difficulty after utilizing the information in the *EA Help* file, you can also use it to contact EA Technical Support. EASY Info is a utility that detects your system's hardware and organizes this information into a detailed report. This report helps EA Technical Support solve your problem in the quickest possible time.

To access the EASY Info file:

1. Click EASY INFO in the game folder of your Start menu (if *The Sims 2 University* is not installed, insert Disc 1). The Autorun menu appears (if the Autorun does not appear, see *Installing the Game* on p. 1).
2. Click TECH SUPPORT on the Autorun menu. EASY Info opens.

EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:
techsupport.ea.com

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, or letter. Please be sure to include the EA Help utility report in your e-mail or letter.

If you need to talk to someone immediately, call us at (650) 628-4329. Please have the EA Help utility report printed and ready when you call. This will help us service your call in the quickest possible time. **No hints or codes are available from (650) 628-4329.**

EA Technical Support Contact Info

E-mail and Website: <http://techsupport.ea.com>

Mailing Address:

EA Technical Support
P.O. BOX 9025 Redwood City,
CA 94063-9025

If you live outside of North America, you can contact one of our other offices.

In the United Kingdom, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 OYL, UK

Phone (0870) 2432435

In Australia, contact:

Electronic Arts Pty. Ltd.

PO Box 432

Southport Qld 4215, Australia

In Australia: For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per minute) CTS 7 days per week 10:00 AM – 8:00 PM. If you are under 18 years of age, parental consent required.

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